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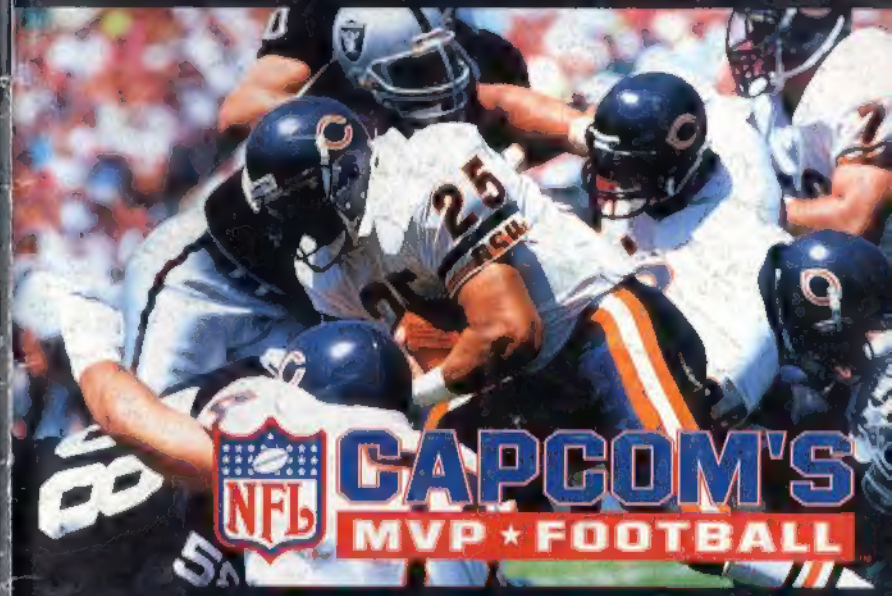

CAPCOM'S NFL MVP ★ FOOTBALL

INSTRUCTION MANUAL

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

CAPCOM'S MVP ★ FOOTBALL

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting MVP Football!™ the latest addition to Capcom's library. Capcom continues the tradition of action-packed, family-oriented games for the Super Nintendo Entertainment System.

MVP Football features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your Capcom MVP Football Game Pak in top operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust free by always storing it in its protective plastic sleeve.

3. DO NOT try to disassemble your Game Pak.

4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents.

GETTING STARTED

1. Insert your Capcom MVP Football Game Pak into your Super Nintendo Entertainment System. Turn the power on.

2. Press the Start button to advance to the Game Selection Screen. Press the Control Pad to highlight a game mode. Press the **X**, **Y**, **A**, or **B** button to enter your selection. Scout the following sections for details on each mode.

3. Screens with OKAY and EXIT buttons: The OKAY button confirms your selection and advances you to the next screen. The EXIT button will return you to the previous screen. Pressing the Start button will automatically select OKAY regardless of where the cursor is.

CUSTOM MODE

You call the shots. When you select this mode you control the variables.

- From the Game Selection screen press the **Control Pad** to select CUSTOM. Press any button to advance to the Custom Setup screen.
- Press the **Control Pad** up/down to select from the following options:

Number of Players – Choose from a ONE or TWO player game. One player is the default setting.

Level – Choose from SEMI-PRO or PRO mode. In SEMI-PRO mode the plays the computer has chosen are shown. In PRO mode the plays are not shown. PRO mode is the default setting.

Execution – Choose from COACH or PLAY. PLAY mode allows you to call plays and control the players on the field. COACH mode allows you to only call plays.

- After setting up your game press OKAY to advance to the Game Mode Scenario screen.
- Press the **Control Pad** to choose from the following selections:

Team – Choose your favorite NFL team.

Venue – This feature controls home and visitor status of the teams.

Quarter Length – Choose from 5, 10, or 15 minute quarters.

Field Conditions – Choose from RANDOM or SET. Selecting RANDOM to have the computer create the conditions. Select SET if you wish to control the weather and field surface.

- Press the **Control Pad** to select the following conditions.

Surface – Choose from Natural or Artificial turf.

Climate – Choose from DRY, MUD, RAIN, or SNOW. MUD is not an option on artificial turf.

Wind – Choose wind direction and speed. The arrow buttons control the direction the wind will blow. The numbers control the wind speed.

- You're ready to begin.

TOURNAMENT MODE

Tackle the Tournament mode and win your place in the Super Bowl™. This mode is for one player and will take you from the action of the playoffs to the big game.

- From the Game Selection screen press the **Control Pad** to select Tournament mode. Press any button to advance to the Tournament Password screen.
- Press the **Control Pad** up/down to select the following options.

Teams – Choose your favorite NFL team.

Password – Passwords allow you to pick up the tournament from where you left off. To enter a password follow the instructions below.

- Select characters of the password with the Control Pad.
- Selected character will appear in the password window.
- The NEW button clears the password and the team selected.
- The << button erases the last character entered.
- Select OKAY after completing the password to advance to the Playoffs Results Diagram.
- Press the **Control Pad** to select OKAY to advance to the game.
- Passwords are given after WINNING a playoff game. The password will appear on the Tournament Password screen. (Write it down!)

Follow the progress of the playoffs on the Playoffs Result Diagram screen.

You'll compete with teams in your conference for a slot in the Super Bowl. Teams paired by red arrows compete. Winners of the game advance to the next stage of competition. The NFC/AFC button allows you to check the progress of the playoffs in the other conference.

MVP MODE

It's second and twenty on your own 10 yard line. You're down by two and there's only 1:24 on the clock. Can you come through in the clutch?

Test your football skill in twenty scenarios of one player action.

- From the Game Selection screen screen press the Control Pad to select MVP.
- Press any button to advance to the MVP password screen.
- Press the **Control Pad** to enter a pass word. (Note: After winning a game this screen will appear with a password. Write it down!)
- If you do not have a password select OKAY to advance to the Scenario information screen.

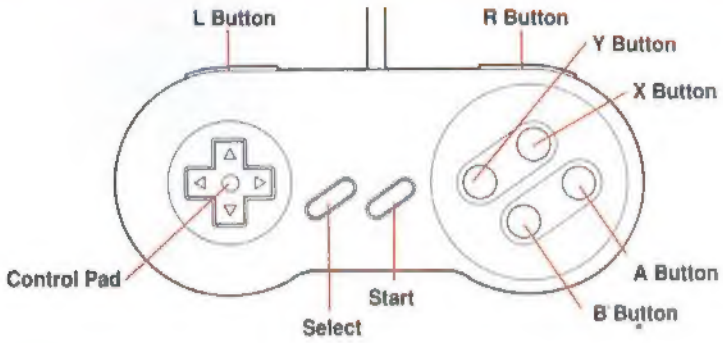
- After selecting OKAY the Scenario # screen indicates the scenario you are about to play.
- After scouting the scenario information select OKAY to begin the game.

DEMO MODE

If you don't feel like playing, but you want to catch some crunching football action check out the Demo Mode. Watch the computer slug it out on the field.

- Set up the game just like the Custom Mode. (See Custom Mode section for details)
- Press the **Start** button to exit the Demo Mode.

CONTROL



PAUSE

- Press the **Select** button to pause the game.

TIME OUT/INSTANT REPLAY

- Can be called only between downs.
- Press the **Start** button.
- Press the **A** button to call a time out
- Press the **Y** button to advance to the TV Mode and see the last play.

OFFENSE

Before the hike

R button	Hikes the ball
X, Y, A	Places a receiver arrow under appropriate receiver on pass plays.
B	Calls an audible.

CONTROL CONT.

After the hike – Quarterback

Control Pad	Moves the Quarterback.
X, Y, A	Selects receiver as designated receiver for a pass.
L	Throws a lob pass. Lobbed balls are the easiest to catch.
R	Throws a rifle pass. Rifled balls are fast and harder to intercept, but they are also harder to catch.
B	Cancels passing. The Quarterback becomes a ball carrier.

After the hike-Ball Carrier

Control Pad	Moves the ball carrier.
X	Dive. The ball carrier dives in the direction he is facing. Good for grabbing extra yardage.
Y, A	Hard hit. Good for trying to break tackles.

DEFENSE

Before the hike

Control Pad	Moves the selected player.
L, R	Changes selected player to the player to the left/right.
B	Calls an audible.

After the hike

Control Pad	Moves the selected player.
X	Dive. Player dives in the direction he is facing. Use this to nail ball carriers just out of reach.
Y, A	Hard Hit. Good for avoiding blocks.
R, L	Changes selected player to the defensive player closest to the ball carrier.

CONTROL CONT.

KICKING

Kicking controls are used for field goals, punts, and kick offs. When the kicking screen comes up check out the wind conditions so you can adjust your kick.

- The Power bar moves up and down. Press the B button to stop the Power Bar at the desired power level. The higher the bar, the harder the kick.
- Press the Control Pad to move the cross hairs on the ball. The cross hairs will move the ball in the opposite direction. For example, placing the cross hairs on the ball to the lower left will kick the ball high and to the right.

AUDIBLES

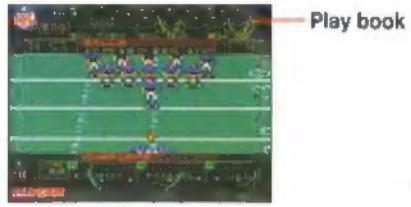
On the line of scrimmage both the offense and defense can call audibles. Audibles allow you change your play. If it looks like the other team is in a formation that will counter your play it's a good idea to do an audible.

- Press the **B** button to open the playbook.
- The offense can only pick plays in their chosen formation. The defense can pick any play.
- Press the button of the play you wish to run. Play will begin.
- Press the **B** button to exit and not call an audible.

CONTROL CONT.

CALLING PLAYS

After the referee places the ball, the offensive player has 45 seconds to choose a play and hike the ball. Both the offense and defense choose plays in the same manner. On the game screen both teams have a playbook. To choose a play, follow the procedure below.



- Press the Control Pad to scroll through the FORMATIONS in your play book.
- Choose a formation by pressing the button (**Y**,**X** ,or **A**) that corresponds the formation you wish to pick.
- Each formation has a unique set of plays. After choosing a formation the plays will appear in your playbook. Press the Control Pad to scroll through the plays.
- Enter a play by pressing the **Y**, **X**, or **A** button.
- After selecting a play the play book will slide out of view.

PENALTIES

Kick out of bounds – If a kickoff is kicked out of bounds without being touched by either team the receiving team has the option of taking the ball where it went out of bounds or 30 yards from where it was kicked.

Delay of Game – If the offense doesn't hike the ball before the 45 second play clock expires they receive a 5 yard penalty. Over two consecutive delays result in an unsportsman-like conduct penalty.

Unsportsman-Like Conduct – Tackling a player before the ball is hiked is unsportsman-like and carries a 15 yard penalty. The offense also receives a first down.

Personal Foul – Tackling a player not carrying the ball after the ball is hiked is a personal foul. Personal fouls have a 15 yard penalty and a first down for the offense.

Off-sides – This is called when a defensive player is on the offensive side of the line of scrimmage when the ball is hiked or if a defensive player touches an offensive player before the hike. There is a 5 yard penalty for being off-sides.

Pass Interference – Tackling a receiver before they catch the ball is pass interference. If the offense accepts the penalty they receive a first down at the spot where the interference occurred.

Offensive Holding – This occurs when an offensive player grabs or holds a pass rusher. This penalty results in a 10 yard penalty.

Penalties that would move the ball more than half the distance to the goal line will move the ball to half the distance to the goal line.

INJURIES

A couple of players may get injured during the course of the game. The computer wil make automatic substitutions for those that go out.

THE OFFICIAL

CAPCOM'S MVP ★ FOOTBALL

PLAYBOOK

WARNING

The contents of this play book are strictly confidential. It is intended to be used as a reference guide for you only. Do not let the opposing team get a hold of this play book.

Anytime you're in a situation where you do not understand the plays, just simply refer back to this play book. It will help you understand the plays that are in the game. You'll know what plays to run in certain situations and why.

So put your pads and helmet on and get ready for the game of your life!

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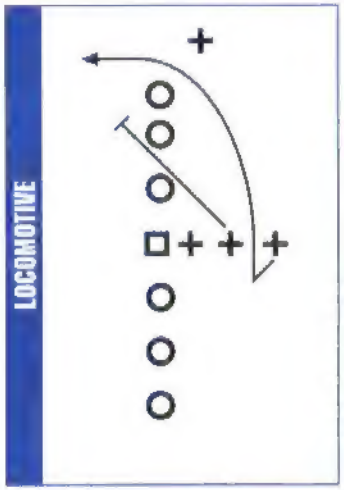
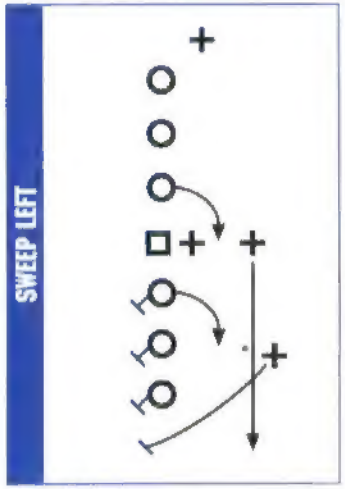
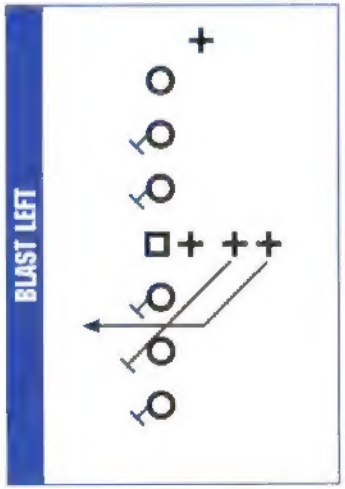
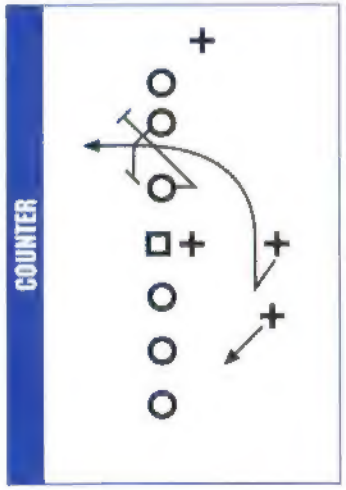
OFFENSE – GOAL LINE FORMATION PLAYS









BLAST LEFT

On this inside running play from the Goal Line formation, the tailback takes the hand-off and blasts through the area between the left tackle and left guard behind the lead blocking of the fullback.

The left tackle and tight end must drive the weak side defensive end and linebacker off the line, but it is the blocks of the left guard and the fullback against the weak side defensive tackle and the middle linebacker that can really spring the play.The center and right guard co-op block the strong side defensive tackle; then the center must slide off this co-op block to block the pursuing strong side linebacker.

LOCOMOTIVE

The tailback receives a hand-off from the quarterback and runs to the right.

COUNTER

This play utilizes two important concepts: misdirection running and trap blocking.

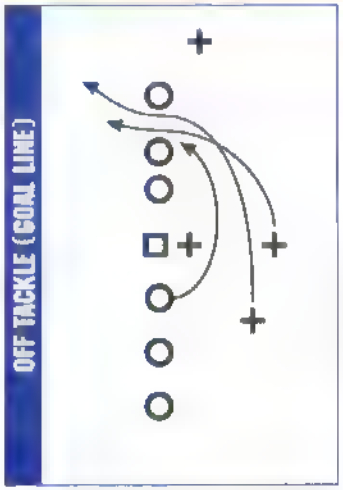
The play looks at first like a run to the weak side, with the center and left tackle blocking in that direction. The right guard steps back, giving the impression he is pulling. The fullback adds to the deception by pretending to lead block toward the left tackle. As the strong side defensive tackle is lured by the dropback steps of the right guard, the left guard pulls, cuts across the line, and trap blocks him. This opens a hole to the right of the center for the halfback to run through. The right tackle will block the middle linebacker away from the running hole.

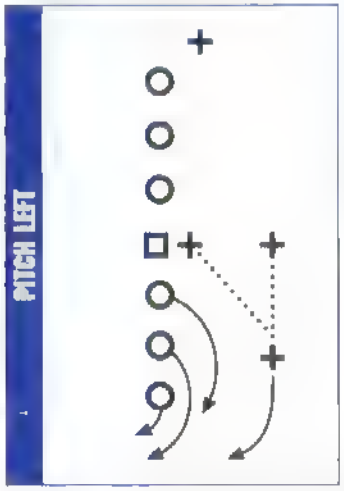
SWEEP LEFT

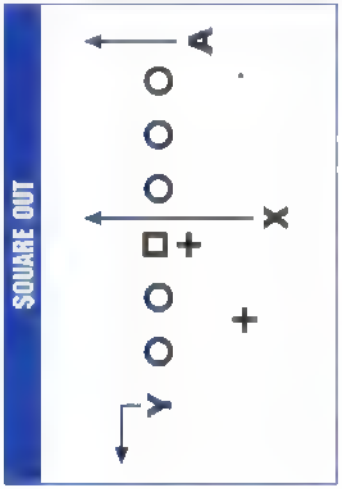
The sweep is run to the outside (left), between the tight end and the sideline. On this play, the halfback gets lead blocking help from the fullback and two pulling guards.

Offensive blockers work to clear the outside lane for the sweeping ball carrier. While the flanker slants to block the strong safety, the right guard pulls out and around to block the strong side linebacker and the left guard pulls to block the middle linebacker. The fullback is available to lead block against the strong side cornerback. On this play, the center, the right tackle, and tight end block back toward the weak side.

OFFENSE – GOAL LINE FORMATION PLAYS







PITCH LEFT

On this play, the tailback comes out of a Goal Line formation, takes the pitch out from the quarterback and sweeps around the outside (to the left) behind the leading fullback. The pitch allows the tailback to gain speed and momentum as he tries to turn the corner and get downfield.

The crucial offensive blocks are the hook blocks by the left tackle and tight end against the weak side defensive tackle and end, and the block by the pulling left guard against the weak side linebacker. The left guard pulls and cuts inside to block the middle linebacker. The flanker blocks the strong safety while the lead blocking fullback takes on the strong side cornerback.

OFF TACKLE (GOAL LINE)

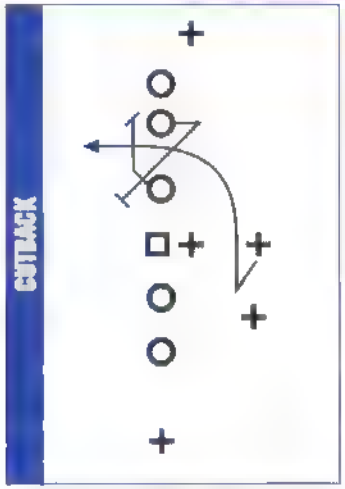
On this "power play" through the strong side off tackle hole, the fullback carries the ball. He gets blocking help from a leading halfback, a double-team block, and pulling guard.

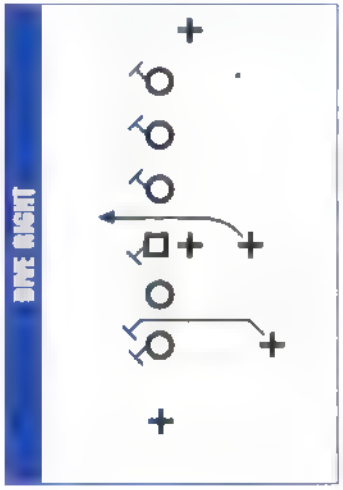
The right tackle and tight end double-team the strong side defensive end, as in the off tackle (strong side) play, but the left guard pulls and comes around the strong side to block the middle linebacker. The strong side linebacker is blocked by the halfback. (If the strong side linebacker takes on the left guard, the halfback will have to take on the middle linebacker.) The flanker's assignment is to block the strong safety.

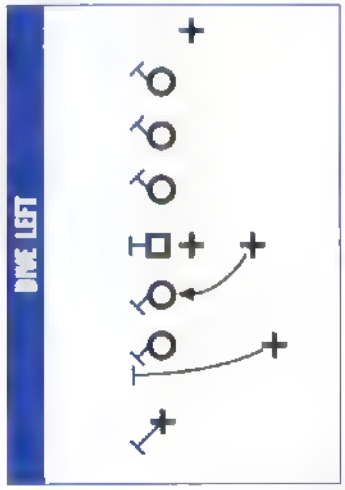
SQUARE OUT

On the "square-out" route, the wide receiver runs straight downfield and then cuts at a ninety degree angle toward the nearest sideline. The sharp angle of the wide receiver's cut on this route makes it difficult for the defenders to prevent a completion.

OFFENSE – WEAK SIDE FORMATION PLAYS







DIVE LEFT

The dive is a short yardage running play aimed through the left of the line of scrimmage at the inside area between the two tackles. It is the simplest type of running play as the halfback is not lead blocking interference and the offensive linemen execute straight ahead "man blocks".

At the snap, the left guard, left tackle and tight end drive block straight ahead to the left to push their opponents off the line. The fullback takes the hand-off and plows forward through the biggest hole. The right side of the offensive line execute cutoff blocks to keep the defense to the strong side while the center tries to block the middle linebacker so the fullback can break through.

CUTBACK

This misdirection play demands good fake and read by the fullback and running finesse by the tailback.

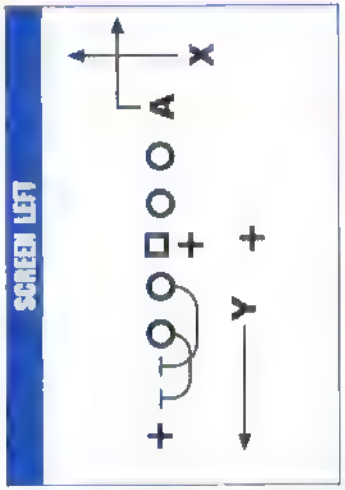
The play looks like a sweep to the right, with the entire offensive line and the fullback moving in that direction. The right guard and tackle will reach toward the right, let their defensive opponents 'beat' them and then wheel the men to the right, out of play. This is called "reach and wheel" blocking. A key move by the left tackle is to let the weak side defensive end go by him and block the weak side linebacker. When the tailback gets the ball, he cuts back against the flow of play and turns the corner on the weak side, past the committed defensive end.

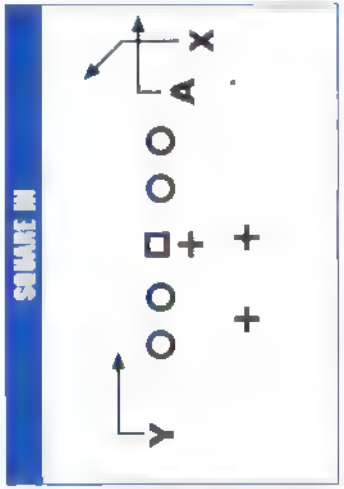
DIVE RIGHT

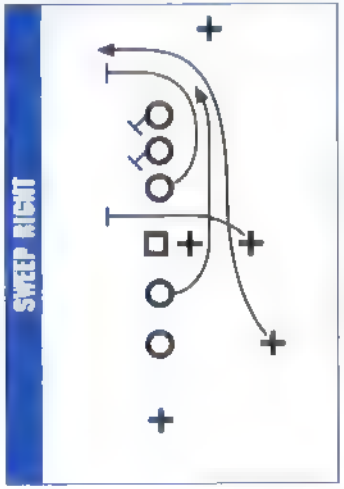
The dive is a short yardage running play aimed through the right of the line of scrimmage at the inside area between the two tackles. It is the simplest type of running play as the halfback is not lead blocking interference and the offensive linemen execute straight ahead "man blocks".

At the snap, the right guard, right tackle, and tight end drive block straight ahead to the right to push their opponents off the line. The fullback takes the hand-off and plows forward through the biggest hole. The right side of the offensive line execute cutoff blocks to keep the defense to the weak side, while the center tries to block the middle linebacker so the fullback can break through.

OFFENSE – WEAK SIDE FORMATION PLAYS







SWEEP RIGHT

The sweep is run to the outside (right), between the tight end and the sideline. On this play, the halfback gets lead blocking help from the fullback and two pulling guards.

Offensive blockers work to clear the outside lane for the sweeping ball carrier. While the flanker slants to block the strong safety, the right guard pulls out and around to block the strong side linebacker and the left guard pulls to block the middle linebacker. The fullback is available to lead block against the strong side cornerback. On this play, the center, the right tackle, and tight end block back toward the weak side.

SCREEN LEFT

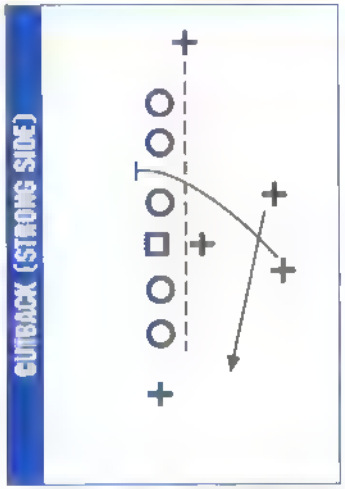
The screen pass starts out like a passing play and then turns into a pass behind the line of scrimmage to the halfback. Since a running back receives the ball behind the line and picks up lead blocking, this is really a running play with the pass serving as a long hand-off.

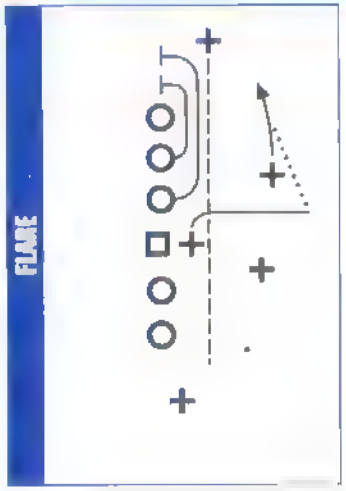
The split end, flanker, and tight end run long pass routes to clear the secondary. The quarterback drops back as if for a long pass while the interior linemen drop back with him. After giving token blocks to the rushing defensive linemen, the left tackle, guard, and center pull out of the pocket and swing left. The halfback stays back as if to block and then moves over behind them. The quarterback shoots a quick pass to the halfback, who moves downfield with his linemen giving blocking protection.

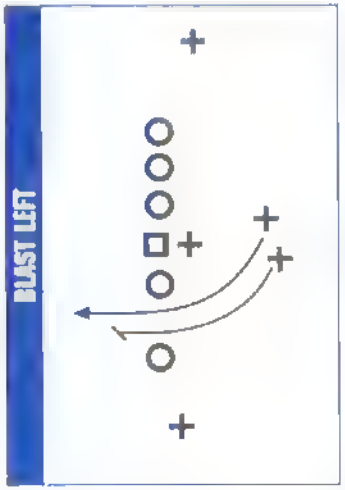
SQUARE IN

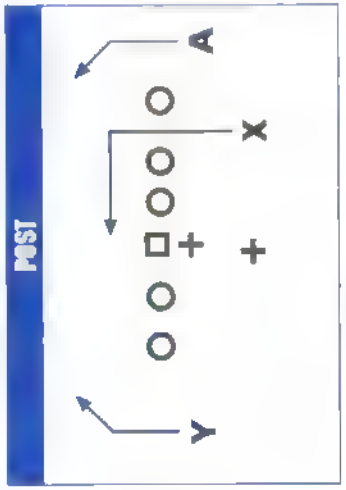
On the "square-in", the wide receiver runs downfield and then cuts toward the center of the field for the pass. The square-in route is a bit dangerous, as it leaves the wide receiver open to be nailed by one or more defensive players.

OFFENSE – STRONG SIDE FORMATION PLAYS









BLAST LEFT

On this inside running play from the Goal Line formation, the tailback takes the hand off and blasts through the area between the two offensive tackles behind the lead blocking of the fullback.

The right tackle and tight end must drive the strong side defensive end and linebacker off the line but it is the blocks of the right guard and the fullback against the strong side defensive tackle and the middle linebacker that can really spring the play. The center and left guard co-op block the weak side defensive tackle then the center must slide off this co-op block to block the pursuing weak side linebacker.

CUTBACK (STRONG SIDE)

This misdirection play demands good fake and lead by the fullback and running finesse by the tailback.

The play looks like a sweep to the right, with the entire offensive line and the fullback moving in that direction. The right guard and tackle will reach toward the right, let their defensive opponents "beat" them, and then wheel the men to the right out of the play. This is called "reach and wheel" blocking. A key move by the left tackle is to let the weak side defensive end go by him and block the weak side linebacker. When the tailback gets the ball, he cuts back against the flow of play and turns the corner on the weak side, past the committed defensive end.

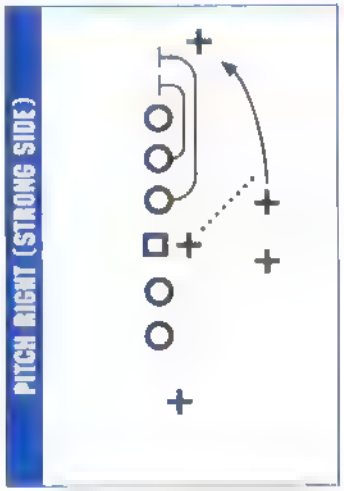
POST

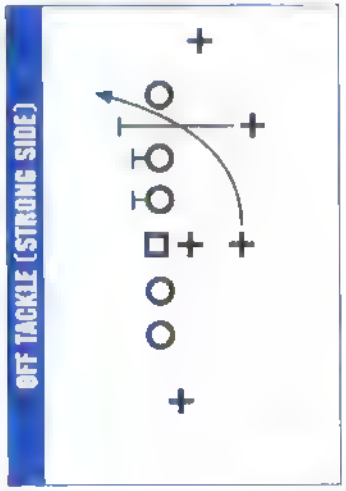
On the "post" route, the wide receiver runs toward the center of the field in the area of the goal posts. This is a pass route for long yardage, or, hopefully, a touchdown.

FLARE

On the "Flare" route, the running back takes off in a horizontal direction for the nearest sideline. An automatic pass is made to the runningback.

OFFENSE – STRONG SIDE FORMATION PLAYS





OFF TACKLE (STRONG SIDE)

On this off tackle play the fullback lead blocks for the halfback, who runs through the lane to the outside of the right (strong side) tackle

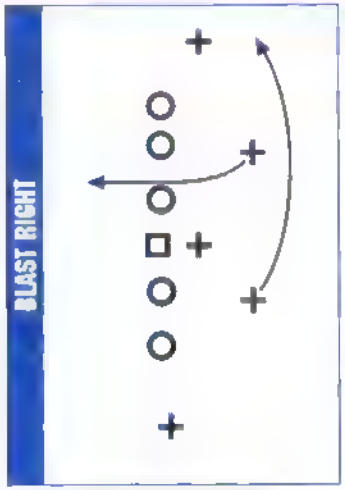
This is a simple off tackle play, where both guards block straight ahead rather than pull At the snap, the right tackle and tight end double-team block the strong side defensive end while the fullback leads to block the strong side linebacker The halfback takes the hand-off through the off tackle hole The flanker tries to provide additional running room by slanting to take on the strong safety

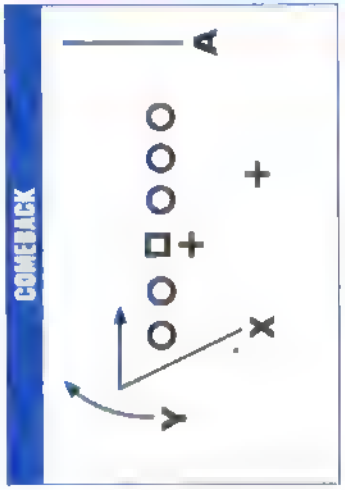
PITCH LEFT (STRONG SIDE)

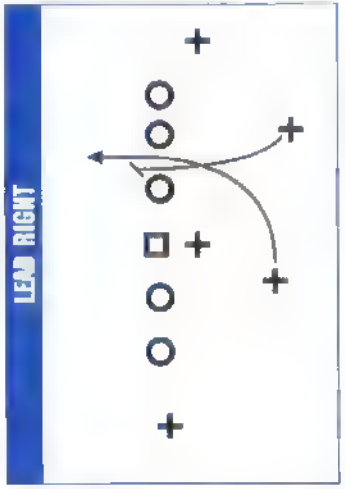
On this play the tailback comes out of a Strong Side formation, takes the pitch-out from the quarterback, and sweeps around the outside behind the leading fullback The pitch allows the tailback to gain speed and momentum as he tries to turn the corner and get downfield

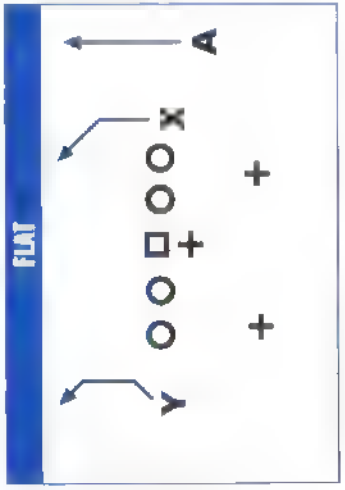
The crucial offensive blocks are the hook blocks by the right tackle and tight end against the strong side defensive tackle and end and the block by the pulling right guard against the strong side linebacker The left guard pulls and cuts inside to block the middle linebacker The flanker blocks the strong safety while the lead blocking fullback takes on the strong side cornerback

OFFENSE – OPEN SET FORMATION PLAYS









LEAD RIGHT

On this play, the tailback comes out of a Open Set formation, takes a hand off from the quarterback, and sweeps around the outside (to the right) behind the leading fullback. The tailback gains momentum as he tries to turn the corner and get downfield.

The crucial offensive blocks are the hook blocks by the right tackle and tight end against the strong side defensive tackle and end, and the block by the pulling right guard against the strong side linebacker. The flanker blocks the strong safety while the lead blocking fullback takes on the strong side cornerback.

BLAST RIGHT

On this inside running play from the Open Set formation, the tailback takes the hand-off and blasts through the area between the two offensive tackles behind the lead blocking of the fullback.

The right tackle and tight end must drive the strong side defensive end and linebacker off the line, but it is the blocks of the right guard and the fullback against the strong side defensive tackle and the middle linebacker that can really spring the play. The center and left guard co-op block the weak side defensive tackle; then the center must slide off this co-op block to block the pursuing weak side linebacker.

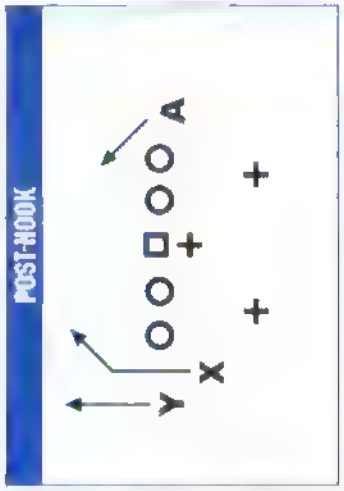
FLAT

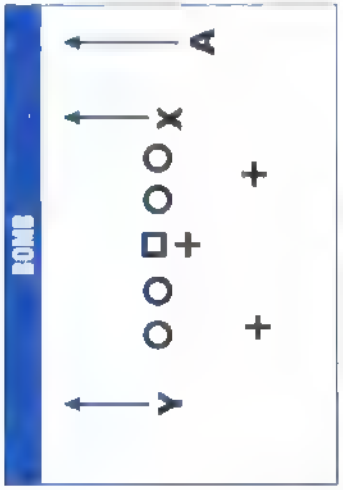
The "flat" zone is one of the "underneath" zones protected by the defense on pass plays. There are two flat zones, one on each side of the field, and a flat pass route is a quick to the angular run to either of these two zones.

COMEBACK

A "comeback" route is a pass route that calls for the receiver to run down the field and then turn and run back toward the quarterback. This results in the receiver and the ball coming toward each other head-on, and therefore is a difficult type of route to defend against.

OFFENSE – OPEN SET FORMATION PLAYS





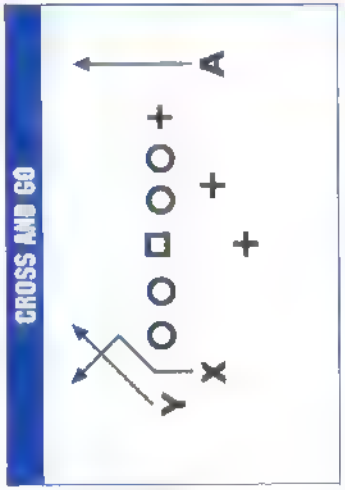
BOMB

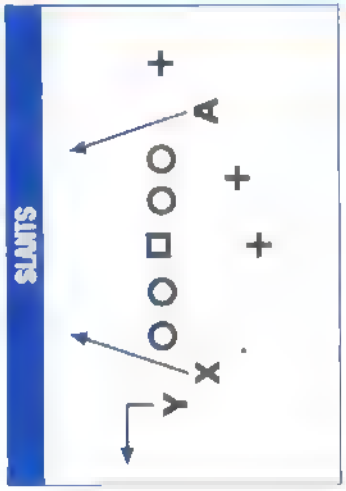
The "bomb" pass route is a run straight downfield from the wide receiver positions. This is designed to get the wide receiver free for a long pass

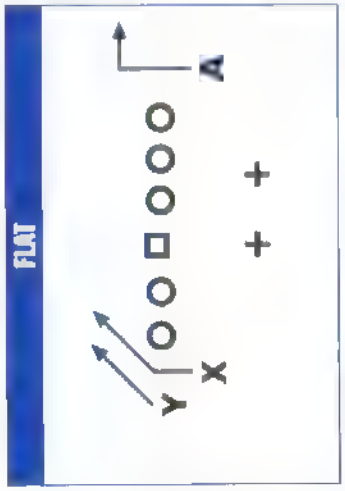
[illegible]

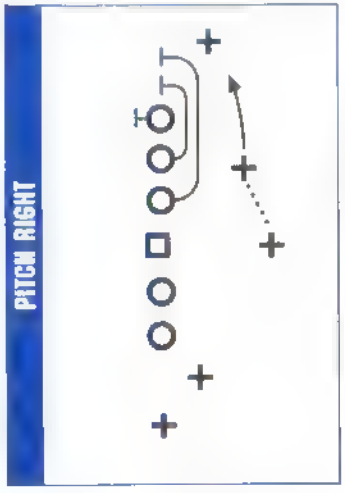
Since the defense knows that the tight end is used as an important blocker on running plays, the tight end often delays his pass route by faking as if to block and then taking off on his route. Sometimes he will even fall to the ground, pretending he has been blocked. These "delay" routes are used to try and fool the defense

OFFENSE – SHOTGUN FORMATION PLAYS









FLAT

The "flat" zone is one of the "underneath" zones protected by the defense on pass plays. There are two flat zones, one on each side of the field, and a flat pass route is a quick angular run to either of these two zones.

CROSS AND GO

In the "cross" route, the tight end streaks across the field parallel to the offensive line.

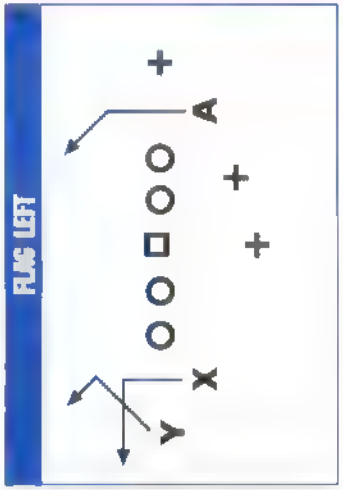
PITCH RIGHT

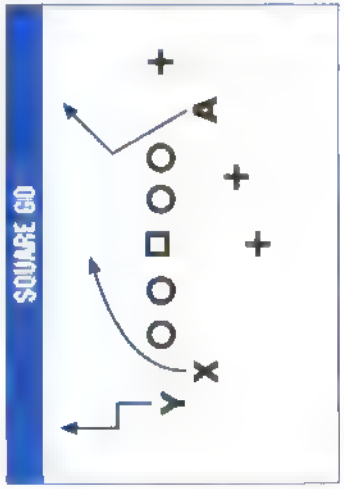
On this play, the tailback comes out of the Shotgun formation, takes the pitch-out from the quarterback, and sweeps around the outside (to the right) behind the leading fullback. The pitch allows the tailback to gain speed and momentum as he tries to turn the corner and get downfield.

The crucial offensive blocks are the hook blocks by the right tackle and tight end against the strong side defensive tackle and end, and the block by the pulling right guard against the strong side linebacker. The left guard pulls and cuts inside to block the middle linebacker. The flanker blocks the strong safety while the lead blocking fullback takes on the strong side cornerback.

SLANTS

When the defense uses a line stunt, each of the defensive tackles and ends tries to squeeze through the offensive line at an angle, "slanting" to one side – leaving vacated holes for the offensive runningback to run through.





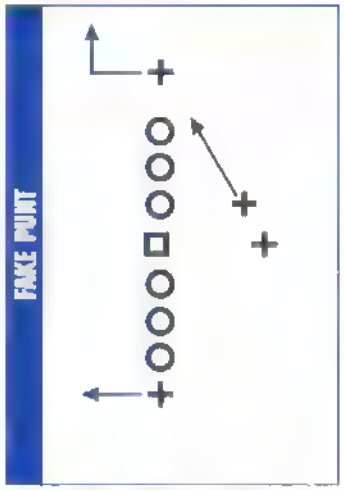
SQUARE GO

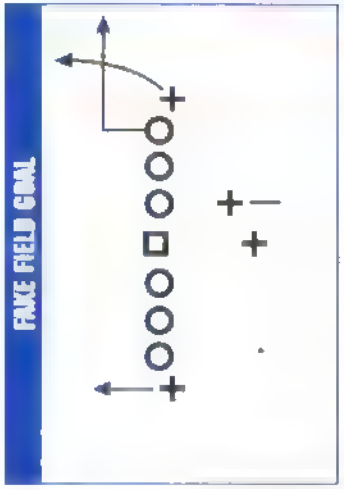
On the "square go" play, the wide receiver runs downfield and then cuts toward the center of the field for the pass. The square go route is a bit dangerous as it leaves the wide receiver open to be nailed by one or more defensive players.

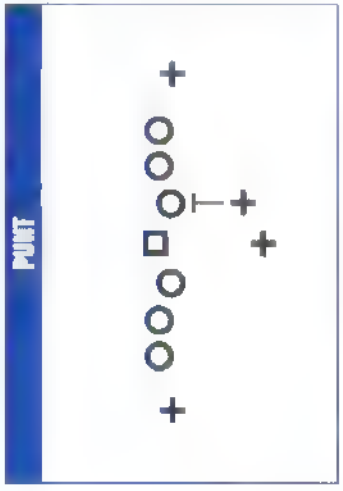
FLAG LEFT

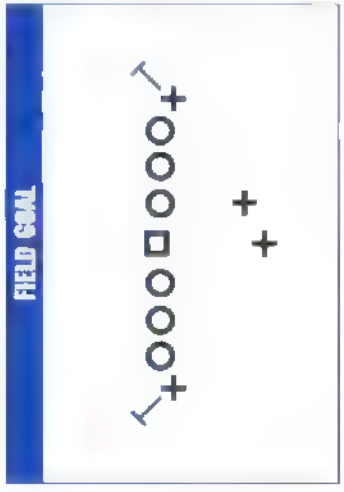
This is called a "flag" route because there used to be flags at the corners of the end zone and the wide receiver would run downfield, aiming their routes at these flags. Often referred to as a "corner route", this is also a long pass route in which the quarterback throws a "bomb".

OFFENSE – KICK FORMATION PLAYS









PUNT

Once the punter receives the snap from the center he drops the ball and kicks it before it hits the ground. The punter strives for distance and hangtime.

FAKE PUNT

Once the punter receives the snap from the center, he can either run with the ball or pass it to a runningback or receiver.

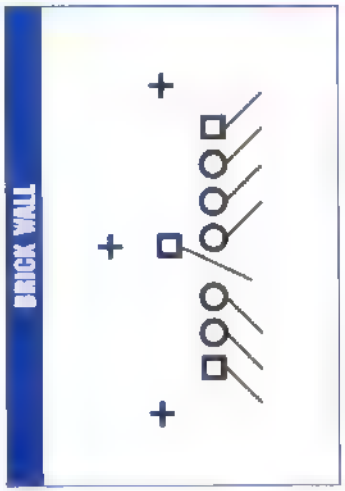
FIELD GOAL

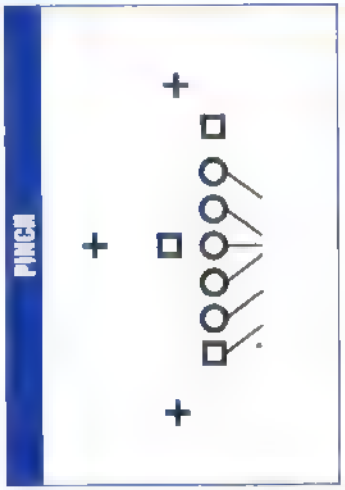
The try for a field goal is made from the offensive team's line of scrimmage. Placekickers use either a toe kick or a soccer style kick. The extra point try is made by spotting the ball two yards from the goal line.

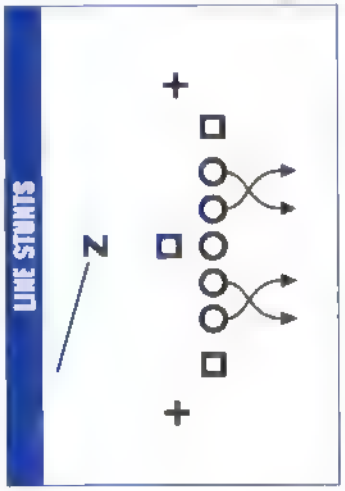
FAKE FIELD GOAL

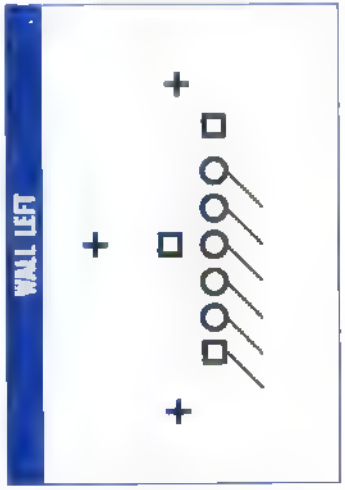
The try for a field goal is made from the offensive team's line of scrimmage. At the snap, the placeholder will pass or run with the ball.

DEFENSE – GOAL LINE FORMATION PLAYS









LINE STUNTS

Stunt plays involve last minute switches of assignments between players in order to disorganize the offense. For example, an end and tackle might switch assignments to throw the backs off guard, or a tackle and middle linebacker might switch with the tackle dropping back while the linebacker moves forward through the "hole" just vacated by the tackle.

BRICK WALL

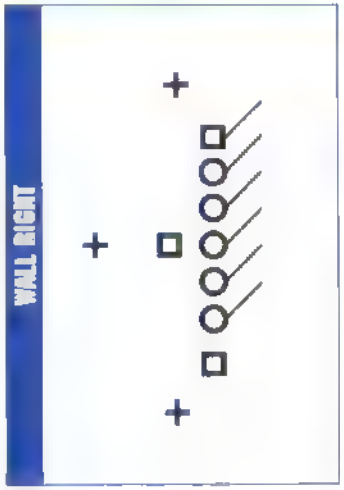
All members move to block and gap(s) where they anticipate a run to the side. They all run in that direction forming a "wall".

WALL LEFT

All members move to block any gap(s) where they anticipate a run on the left side. They all run in that direction forming a "wall".

PINCH

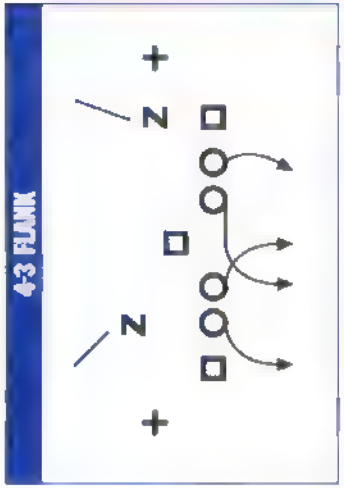
The pinch involves a coordinated scheme by all members of the defensive line. On the "pinch" the defensive tackles and ends charge at an angle toward the center of the line. They'll try this stunt when a run up the middle is expected, and hope to throw the offensive linemen off their blocking pattern. The outside gaps are left open where they must be covered by the linebackers.

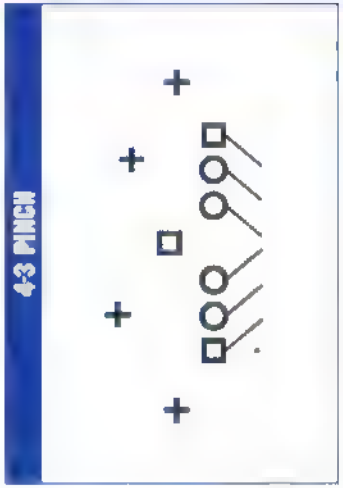


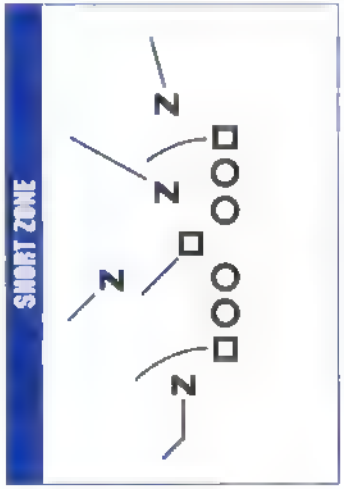
WALL RIGHT

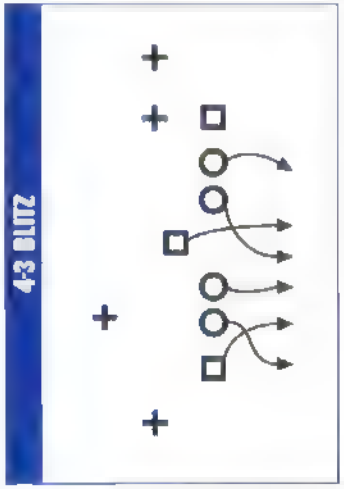
All members move to block any gap(s) where they anticipate a run on the right side. They all run in that direction forming a "wall".

DEFENSE – 4-3 FORMATION PLAYS









SHORT ZONE

This is a zone defense that would be used when a short pass is expected. The linebackers cover the zones close to the line of scrimmage while the cornerbacks and safeties cover the remaining zones. Any receiver wandering around these zones will find a defender waiting for him.

4-3 FLANK

The 4-3 defense with more linemen than linebackers, puts more pressure at the line to block against running plays and to pass rush on passing plays.

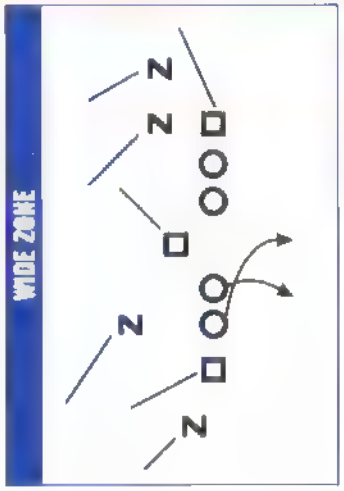
4-3 BLITZ

The idea of the blitz is to tackle the quarterback on a passing play before he can throw the ball. A blitz is initiated by the linebackers or the secondary (if a safety is involved, it is called a "safety blitz"). It is carried out with the aid of the front linemen, across the line of scrimmage and then blocks him from the side or the back while the runner heads for the space the defensive linemen has vacated.

4-3 PINCH

The pinch involves a coordinated scheme by all members of the defensive line.

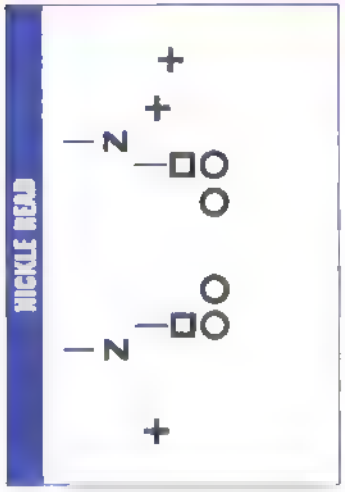
On the "pinch" the defensive tackles and ends charge at an angle toward the center of the line. They'll try this stunt when a run up the middle is expected, and hope to throw the offensive linemen off their blocking pattern. The outside gaps are left open where they must be covered by the linebackers.

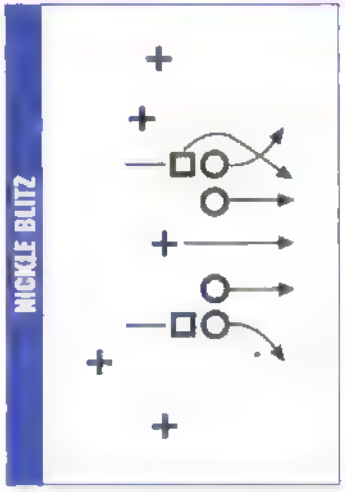


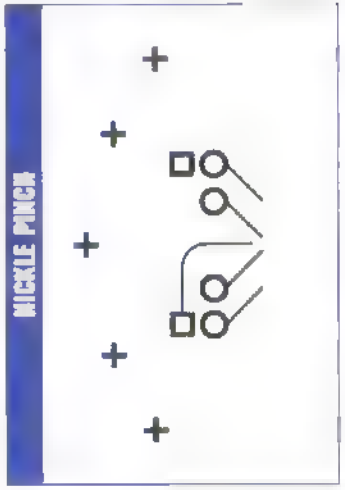
WIDE ZONE

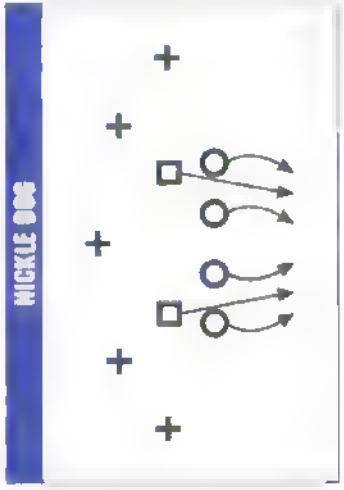
This is a zone defense that would be used when a short outside (wide) pass is expected. The linebackers cover the short, outside zones while the cornerbacks and safeties cover the remaining outside zones. Any receiver wandering around in these zones will find a defender waiting for him.

DEFENSE – NICKLE FORMATION PLAYS









NICKEL PINCH

On the "nickel pinch", the defensive tackles and ends charge at an angle toward the center of the line. They'll try this stunt when a run up the middle is expected, and hope to the offensive linemen off their blocking pattern. The outside gaps that are left open with this stunt must by covered by the linebackers.

NICKEL READ

The "nickel read" is used when the offense is expected to pass. All five men in the defensive secondary will be defensive back players (cornerbacks and safeties) to protect against the pass.

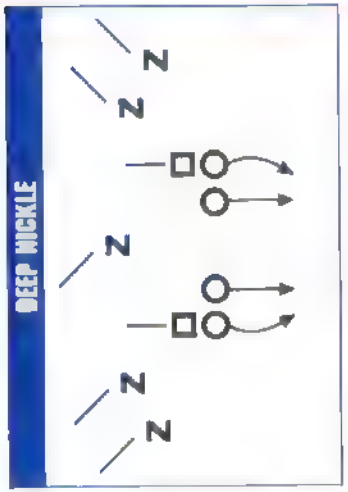
NICKEL DOG

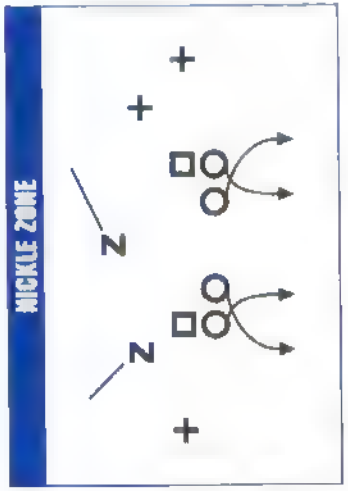
This is a dog with two linebackers involved. The inside linebackers rush in along with the nose guard to "plug" up an inside area. The dog is used when the defense anticipates the direction of a running play. The plug is designed to add extra pressure to the area where the run is expected.

NICKEL BLITZ

The two outside linebackers charge at the quarterback at the snap of the ball in hopes of sacking him or at least pressuring him into a bad pass. This blitz removes one or more linebackers from being able to cover receivers or zones on passing plays.

DEFENSE – NICKLE FORMATION PLAYS





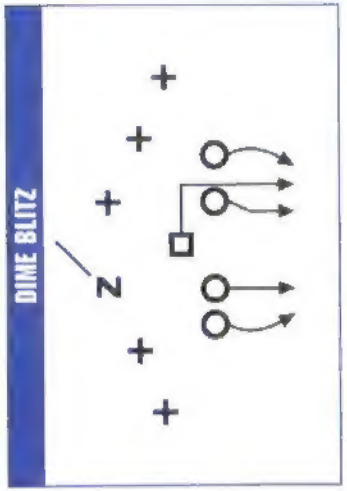
NICKEL ZONE

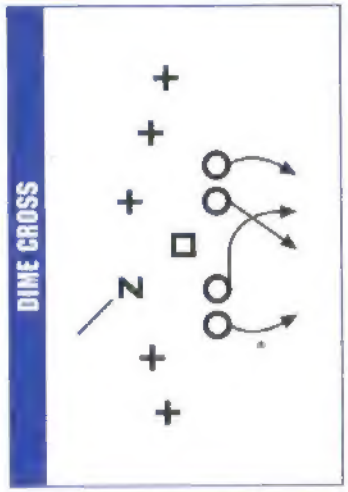
In a Nickle formation, the Nickle zone would be used when a short pass is expected. The cornerbacks and linebackers "patrol" the zones close to the line of scrimmage while the two safeties cover the deep zones. Any receiver wandering around these zones will find a defender waiting for him.

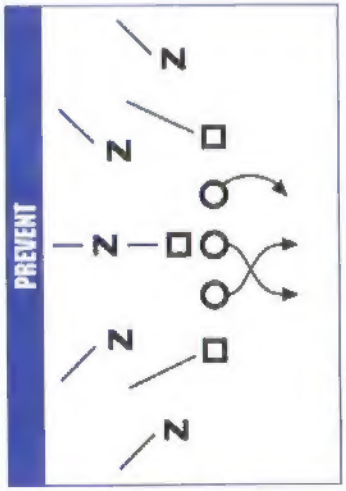
DEEP NICKEL

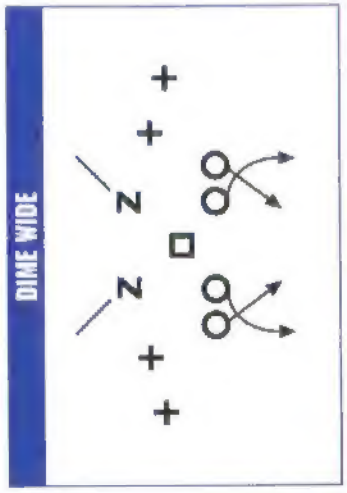
This zone defense anticipates a long pass. It reduces the possibility of two receivers coming into the same zone or "flooding" the zone in the deep area although the underneath area is left undermanned.

DEFENSE – DIME FORMATION PLAYS









PREVENT

The "prevent" play puts six defensive backs in the game. Both the wide receivers can be double-covered. The defense is willing to give up a short pass or run to guard against a bomb. The main goal here is to guard against a long pass.

DIME BLITZ

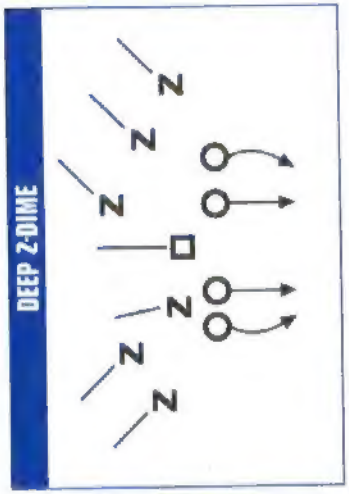
Same as "nickel blitz" but executed from the dime formation.

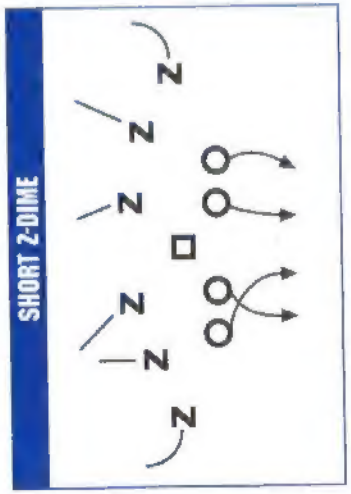
DIME WIDE

On this defensive play, the linebacker, who can alternate between being used as a linebacker or a secondary man, is to patrol the "widest" side of the field with the most area from where the ball is spotted to the sideline.

DIME CROSS

On this stunt, two defensive linemen exchange defensive blocking assignments rather than charging straight ahead. Such a move often confuses the offensive linemen if they are expecting the usual straight ahead defensive rush. If used on passing plays, the defensive linemen might have an easier time getting by the offensive pass protection and at the quarterback.





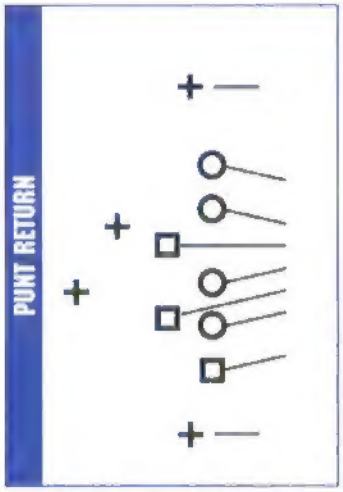
SHORT Z-DIME

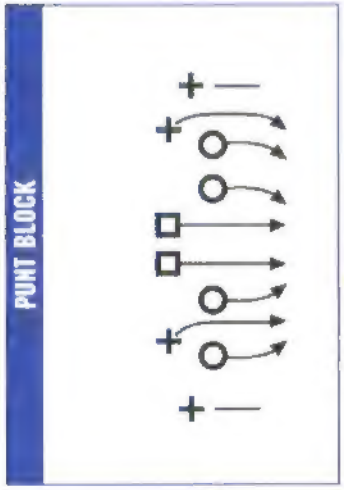
From the dime formation, the underneath area is (once again) divided into five zones covered by linebackers and cornerbacks. The two deep zones are covered by the free safety and strong safety. Any receiver trying to pick up a few yards on a quick pass will likely find a defender waiting for him.

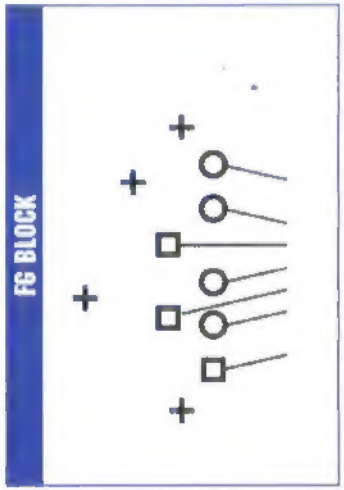
DEEP Z-DIME

From the dime formation, the underneath area is (once again) divided into five zones covered by linebackers and cornerbacks. The two deep zones are covered by the free safety and strong safety. Any receiver trying to pick up a long yardage yards on a pass will likely find a defender waiting for him.

DEFENSE – KICK FORMATION PLAYS







PUNT BLOCK

The return team sends eight men to block the punt. Both outside linemen rush as usual, but they are aided by the inside linemen and one rover, who rush at the snap of the ball. The other rover doesn't rush, he stays free to help block for the return man in case the punt gets off.

PUNT RETURN

At the inside of the punt return unit are five players who will either rush forward to block or drop back to form a wall or wedge for the return.

FG BLOCK

The two outside linemen attempt to get in and block the kick with the help of the four trail blazers, who try to attract the blocks of the offensive team's ends and end protectors. The middle man also attacks, with two of the three tall men trying to help open a path for him. The other tall man and the jumper leap as high as possible with their arms up to try and deflect the ball.

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CAPCOM U.S.A., Inc.
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GAME NOTES